



main.c

```
19 head->next = first;
20
21 first->data = 20;
22 first->next = second;
23
24 second->data = 30;
25 second->next = NULL;
26
27 // Insert at beginning
28 struct Node *newNode = (struct Node*)malloc(sizeof(struct Node
    ));
29 newNode->data = 5;
30 newNode->next = head;
31 head = newNode;
32
33 // Print Linked List
34 struct Node *temp = head;
35 while(temp != NULL)
36 {
37     printf("%d -> ", temp->data);
38     temp = temp->next;
39 }
40 printf("NULL");
41
42 return 0;
43 }
```

Output

5 -> 10 -> 20 -> 30 -> NULL

=== Code Execution Successful ===

Clear



main.c



Share

Run

Output

Clear

```
1 #include<stdio.h>
2 #include<stdlib.h>
3
4 struct Node
5 {
6     int data;    // corrected here
7     struct Node *next;
8 };
9
10 int main()
11 {
12     struct Node *head, *first, *second;
13
14     head = (struct Node*)malloc(sizeof(struct Node));
15     first = (struct Node*)malloc(sizeof(struct Node));
16     second = (struct Node*)malloc(sizeof(struct Node));
17
18     head->data = 10;
19     head->next = first;
20
21     first->data = 20;
22     first->next = second;
23
24     second->data = 30;
25     second->next = NULL;
26
```

5 -> 10 -> 20 -> 30 -> NULL

=== Code Execution Successful ===